



Venice Neighborhood Council

PO Box 550, Venice, CA 90294 / www.VeniceNC.org
Email: info@VeniceNC.org



Discussion Forum Committee Meeting Agenda

Tuesday, September 11, 2012 from 7:00 to 9:00 PM

Location

Canal Club (310-823-3878)
2025 Pacific Avenue (near North Venice Boulevard)
Venice, California 90291
No Host Refreshments Available

Agenda

7:00 Call to Order

7:10 Brainstorming Session on Walkability VNC Vision Goal using the below DFC Discussion Generator

- In 2009, the VNC identified six vision goals (Participation, Walkability, Diversity, Creativity, Collaboration and Brainstorming) to guide the current Board's mission. At our last meeting, Sarah Dennison's offer to conduct a brainstorming session on the Walkability VNC Vision Goal was accepted by the DFC. Her outline constitutes this month's DFC Discussion Generator. The question she suggests we consider is:

How can we encourage the residents and visitors of Venice to get out of their cars and spend more time enjoying our community as pedestrians?

- Ideas for future meetings.

9:00 Adjourn

Members

Brodie Seagrave	bseagrave05@yahoo.com	Joe Murphy	joedmurphyvnc@ca.rr.com	Nicolas Hippisley-Cox	hippisley@earthlink.net
Daffodil Tyminski	dtyminski@me.com	John G. Reed	john@reedarchgroup.com	Matt Kline	kline.matthew@gmail.com
Don Novack	halsbarandgrill@aol.com	LJ Carusone	LJ@CarusoneConsulting.com	Patrick Murphy	pat@learntosurfia.com
Ira Koslow	ikoslowvnc@ca.rr.com	Nick Antonicello	nacount@aol.com	Sarah Dennison	sarah.dennison@venicenc.org

VNC Vision Goals

VNC Standing Rule 20 adopted 090421

To stimulate the vitality of the VNC, the Board and VNC Committees are encouraged to consider the below VNC Vision Goals in their deliberations.

Although the VNC is a political body, and inevitably it may become embroiled in issues that divide the community, these goals are designed to promote a more proactive, collaborative vision for VNC Committees to include in their deliberations as they formulate recommendations for Board consideration. The intent is to create a working framework of integrated strategies capable of achieving, over time, broader consensus and increased:

Participation

Consider strategies that encourage & facilitate broader involvement of stakeholders, major organizations, community groups, and government institutions, etc.

Walkability

Consider strategies that reduce the use of cars and that promote alternatives such as walking, skateboarding, biking & bike racks, circulation systems (trolleys), park & ride rather than additional parking, street-narrowing/sidewalk widening, walk/bike/skateboard lanes separated from traffic, easier neighborhood pedestrian access to commercial stores, etc.

Diversity

Consider strategies that encourage & facilitate realistic recommendations designed to increase economic diversity, including affordable housing, etc.

Creativity

Consider strategies that promote the arts, encourage & facilitate creativity. This can apply to architecture, public art, social events (neighborhood gatherings/street movies/theatre/dance/pottery/...), etc.

Collaboration

Consider strategies that encourage & facilitate 'level playing fields' for collaborative negotiation; opt for procedures & policies that 'promote flexibility & dialogue' over 'reacting defensively to rigid criteria', facilitation/mediation training, etc.

Brainstorming

Consider strategies that encourage & facilitate exploring of non-traditional options for achieving shared objectives, etc.



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DFC Discussion Generator

Prepared each month by the DFC facilitators – Joe Murphy (310-305-1444), Ira Koslow (310-392-0868), Daffodil Tyminski (609-876-8418) – to initiate discussion as directed by the DFC at its prior meeting. Please contact a facilitator with questions.

VNC Discussion Committee

Brainstorming

“a conference technique by which a group attempts to find a solution for a specific problem by amassing all the ideas spontaneously by its members” – Alex Osborn

Problem Solving

This is the process of analyzing situations of uncertainty to produce actual improvements or changes in situation. Typical problem solving elements include:

- Problem definition (part of understanding the problem)
- Situation Analysis (part of understanding the problem)
- Idea generation
- Analysis of ideas
- Decision making
- Determining the next steps to be taken to introduce the solution

Idea Generation

A brainstorming session can be used for generating lots of new ideas and solutions. It should not be used for analysis or decision-making. Creative thinkers often suggest that before you do research in a specific area, you should generate your own ideas because if you follow what everyone else has done, you will follow the normal line of thinking and come up with the same or similar answers.

Rules

- Postpone and withhold your judgment of ideas
- Encourage wild and exaggerated ideas
- Quantity counts at this stage, not quality
- Build on the ideas put forward by others
- Every person and every idea has equal worth

Participant Role

1. To suggest ideas that will work as solutions
2. To suggest ideas which will stimulate solutions in others

Facilitator

This person leads the session and keeps the brainstorming process running smoothly. A large pad of newspaper (approx. 33"x24") on an easel at body height is used to record ideas. As the sheets fill up, they are transferred by tape or pins to a wall so that all ideas can be seen by all participants.

Problem/Opportunity Statement

First step in narrowing down the purpose for idea generation. Statement should include a definition of the problem and some analysis of the situation that needs improvement.

Walkability

How can we encourage the residents and visitors of Venice to get out of their cars and spend more time enjoying our community as pedestrians?

Source of training information: <http://www.brainstorming.co.uk>